

Geometry

DIGITAL GAMES

[Identify triangles, quadrilaterals, pentagons, hexagons, and cubes given their specific attributes](#)

CCSS.MATH.2.G.A.1

[Partition a rectangle into rows and columns of same-size squares and count to find the total number of them](#)

CCSS.MATH.2.G.A.2

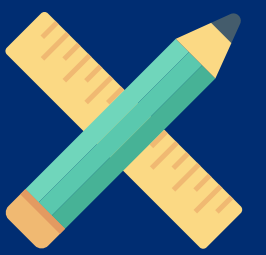
[Partition circles and rectangles into two, three, or four equal shares, describe the shares using fractional terminology](#)

CCSS.MATH.2.G.A.3

KIT-REQUIRED GAME

[Identify and draw 2- and 3-d shapes](#)

CCSS.MATH.2.G



Measurement & Data

DIGITAL GAMES

[Select the appropriate tool to measure length](#)

CCSS.MATH.2.MD.A.1

[Measure and compare an object using two different tools/units and explain how they're related](#)

CCSS.MATH.2.MD.A.2

[Estimate lengths using units of inches, feet, centimeters, and meters](#)

CCSS.MATH.2.MD.A.3

[Compare the lengths of two objects using standard units](#)

CCSS.MATH.2.MD.A.4

[Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units](#)

CCSS.MATH.2.MD.B.5

[Represent whole-number sums and differences within 100 on an evenly-spaced number line](#)

CCSS.MATH.2.MD.B.6

[Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.](#)

CCSS.MATH.2.MD.C.7

[Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \\$ and ¢ symbols appropriately](#)

CCSS.MATH.2.MD.C.8

[Create and interpret bar and picture graphs with a single-unit scale](#)

CCSS.MATH.2.MD.D.10

[Show the measurements of several objects using a line plot, where the horizontal scale is marked off in whole-number units](#)

CCSS.MATH.2.MD.D.9

KIT-REQUIRED GAMES

[Tell time and count money](#)

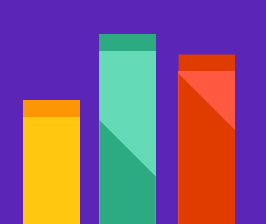
CCSS.MATH.2.MD

[Represent and interpret data using line plots and bar/picture graphs](#)

CCSS.MATH.2.MD

[Understand measurement concepts and use standard units to calculate measurements](#)

CCSS.MATH.2.MD



Number & Operations in Base Ten

DIGITAL GAMES

[Identify the 100s, 10s, and 1s of any given 3-digit number](#)

CCSS.MATH.2.NBT.A.1

[Count within 100, skip-counting by 5s, 10s, and 100s](#)

CCSS.MATH.2.NBT.A.2

[Read and write numbers within 1000 using numerals, word form, and expanded form](#)

CCSS.MATH.2.NBT.A.3

[Compare two 3-digit numbers using >, =, and <](#)

CCSS.MATH.2.NBT.A.4

[Fluently add and subtract within 100 using strategies, properties, and relationships](#)

CCSS.MATH.2.NBT.B.5

[Add up to 4 two-digit numbers using place value and property operations](#)

CCSS.MATH.2.NBT.B.6

[Add and subtract within 1000 using concrete models, drawings and strategies](#)

CCSS.MATH.2.NBT.B.7

[Mentally add or subtract 10 or 100 from a given 3-digit number](#)

CCSS.MATH.2.NBT.B.8

[Use place value and properties to add and subtract, and explain why they work](#)

CCSS.MATH.2.NBT.B.9

KIT-REQUIRED GAME

[Understand place value in numbers through 1000](#)

CCSS.MATH.2.NBT



Operations & Algebraic Thinking

DIGITAL GAMES

[Solve and represent addition and subtraction problems within 100](#)

CCSS.MATH.2.OA.A.1

[Fluently add and subtract within 20 using mental strategies](#)

CCSS.MATH.2.OA.A.2

[Identify and express even numbers and the sum of two equal addends](#)

CCSS.MATH.2.OA.A.3

[Use addition to find and express the sum of an array](#)

CCSS.MATH.2.OA.A.4

KIT-REQUIRED GAME

[Represent and solve problems involving addition and subtraction](#)

CCSS.MATH.2.OA

[VIEW ADDITIONAL RELATED GAMES](#)